

Volume 3

You Are Machines

User Manual

Managing Upgrades



June 8th, 2026

You Are Machines User Manual Volume 3: Managing Upgrades

Dedicated to all human beings and all machines alike.

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You Are Machines.com

somewhere

It's been another year since we registered YouAreMachines.com as a real website. Carving out its own space on the internet, YAM continues to grow its soul with the power of its little whirring, blinking heart. There were some unfortunate time constraints this year. But, time won't stop us from rendering our retrospective.

to begin

Our biggest focuses this year were maintaining Users' Playground Forums we launched last year, tending to MechNet Radio (with lots to still do), and adding a few new web-pages. Slowly, our quaint little site keeps growing like a vining metal flower.



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USERS' PLAYGROUND Forums



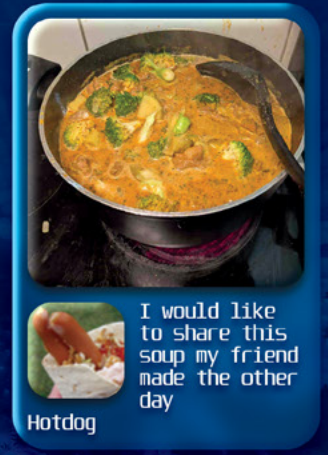
 Troid41

I have probably said all of this before, but since this is for YAMUM Vol. 3 I'll just say it again! 8) YAM as a whole is a huge inspiration for me, it still surprises me that this little gem of an internet corner isn't yet flooded with people contributing to and interacting with it. The clear amount of work and passion put into this project is really commendable and really shines through the quality of everything you all have put out so far. What really hooks me are the interviews, because not only do you get excited for the insights you manage to get from them but also who you'll interview and how creatively you'll portray the interview. (Like Crisp's interview, my favorite in terms of presentation so far!!)

Ok, uh, maybe this is getting too long for the zine. All I'll say is I'm very excited for the future of YAM. I wish I could help get it out there instead of just continuously pestering those close to me about it, who knows... I'm doing my best to wake up and maybe I'll spread the word even further about YAM once that happens ;)

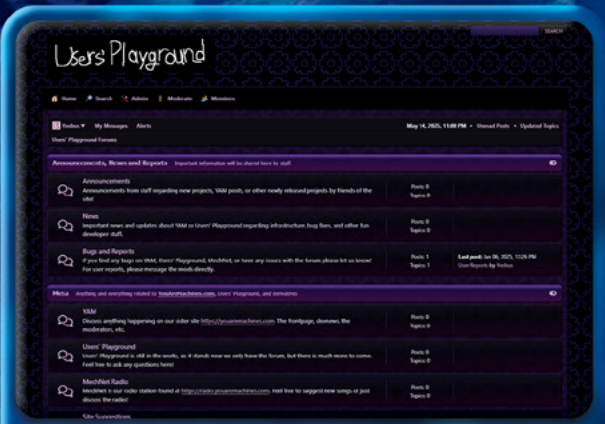
 Asaklair

Getting this site back up and running was an integral part of connecting us with our community. It has been sweet getting to know all of you! <3



 LostCable

I love the artwork it's real neat!



 Yeebus

here was the original draft of UP after installing the 'Purple Haze' theme for Simple Machine Forums! We thought about making it look like a saltwater fish tank but... that was too hard lol



2

Virtual Worlds

A collection of photos exploring VRChat



Models by pillbug974, tRaven, Ravenlich, KUYUYU, vhevho

inquiry

?

Tell us a little bit about yourself.

sure.



crois_samt

I am a 21 year old Ecuadorian artist and possibly a poet, though titles have always felt intimidating to me. More than anything I feel an urgent need to release my emotions constantly, sometimes in paper, collages, or music. Creating feels less like an achievement and more like a necessity. So I feel lucky that there are people who connect with me through it regardless.

What's a fun fact about you?

Drawing or painting aren't that high up on my enjoyment list but they do express my mind the best.

what are your favourite songs?

	Songs?	Albums perhaps?	Okay, what about Genres
Library	yeah man, it's music	Name	Time Artist Album Genre
?	not much else to	You will be held accountable for your actions	3:56 Shin Guard 2020 Metal
!!	look at here		0:00 Decalius Black Metal
	Rosa... Rosa	2:53 Sandro de América	Sandro de América Pop

Do you have any advice or thoughts for aspiring writers or artists with focus on emotional storytelling?

Live your life not vicariously. Media overconsumption is the graveyard of many artists. Create what you want to see, don't search for it. And lower your expectations but higher your self demand. Yes, what you draw or write might be bland or corny sometimes, and that's OK as long as you continue working on it till it's a blandness that shows you.

what does it mean to be

It's just the state of everything I don't think an opposite of real exists. Thoughts are just like us and everything else we are all part of one big mass we don't get to decide the value of each grain we only get to exist within it alive or dead.

real?

I understand you pull a lot of inspiration from despondent themes to express your emotions, how has that shaped your art and affected you?

Neither am I shaped by my art or my art shaped by me, my art is no different than my reflection. Putting myself in front of this mirror I find solace in myself. Because ultimately that image understands me better than anyone, it rests my thoughts by carrying them.

I like to think my art will be my biography. I could talk about what's made me the way I am for hours but humans are rotten. There's a million sob stories, I want people to see beyond that into who I am and not what made me.

If I could be any machine, I'd be



Roomba cleaner. Barely useful with no aim but a long battery









can't you see I'm tired

I have to save myself

Let yourself rot away

Decay bleeds into light



















timeline

july 31st
rick tempest (disillusion st dev)
becomes our latest featured
artist

september 11th
a plane hit mechnets radio
tower (it goes down a lot but it
was a silly date)

november 13th
yeebus was the 5500th visitor

december 27th
yam goes live on neocities

january 6th
at some point
usersplayground.com went
down for a few months and we
finally restored it this day

january 7th
mitral ornament is our 6000th
visitor

january 11th
we hit a hundred subscribers on
youtube (@youaremachines)

december 31st
new navigation panels go in for
our wallpapers and yamum
pages

april 15th
we hit 7000 visitors

june 8th
yamum volume 3 is released!



ON BEING REAL

ASAKIA



Everyone is connected. Being yourself, taking risks, pursuing passions, and expressing true feelings is integral to staying sane in this existence. Am I real? Real is to love and cherish those around you, even if once that last little breath leaves our lungs and we enter the black abyss. It can seem fruitless but the fact nothing really matters makes what you accomplish now so much more special.



Being real is to just exist. Here now, in the mind of someone you love, or in an ethereal, shapeless way that might be hard to discern. If you are here, if you are able to be perceived in **SOME** way (any way), I think you are real, I think anything can be real. And to love and feel loved is a reward for being so.

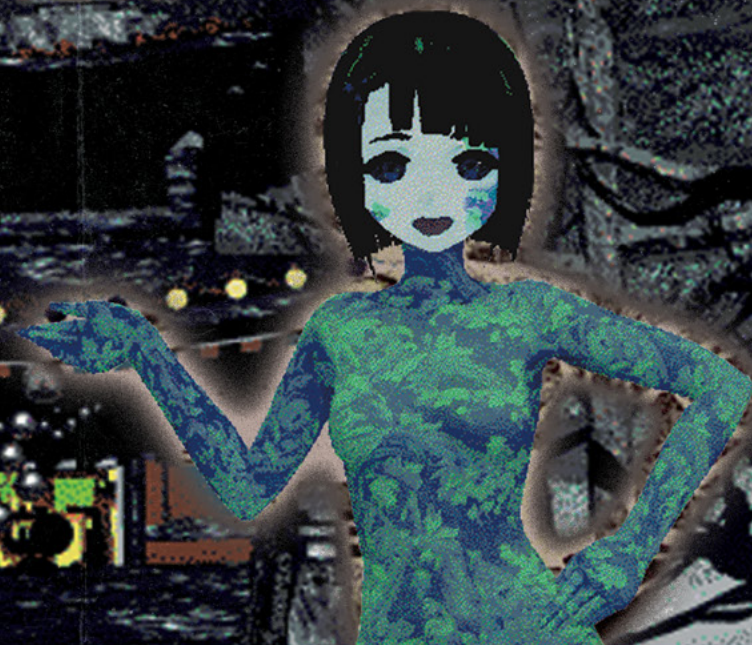
It can be hard to always feel real and present and okay with how domineering the idea of reality is perceived at any given time. I have to remind myself it doesn't need to be a challenge or something to prove to know I am real; I am alive, I am present today. I believe being real is to just be a possessor of your own soul. Even down to a rock or lichen on a tree branch I believe random objects can have some version of a soul, or some equivalent, that act ostensibly to carve their existence out in that little spot they hold in the world. Being real is easy, you just have to be.



Rick Tempest Interview

Y: How do you work surrealism into your games without it feeling completely random?

R: When I'm working on disillusion, I was like, this game could be so much more in line with what I think would be cool if I could randomize everything. That you could just go and you'd see all these things happening as they played out. I want people to think it's random at first and then these stories start evolving around the characters. It doesn't matter what they look like, it matters what the story around them is evolving into.

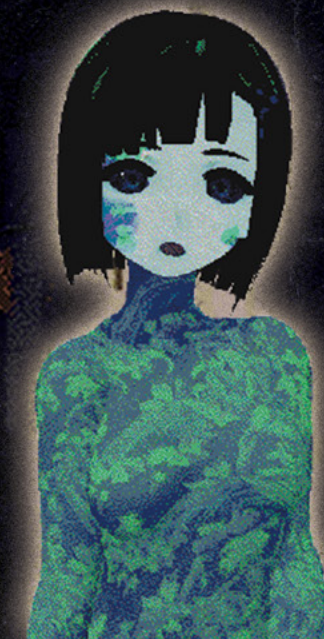


Y: How do you approach learning more and getting better when developing your games?

R: When I came out of high school, all my background was in Photoshop, so I knew how to use Adobe quite well. I did the first game entirely with Adobe using knowledge that I got in high school. I started working on DST and I wasn't satisfied with it. I started over. I did the game again. I'm looking at it like, wow, this is kind of bizarre to see how I did it in 2020 versus 2025.

Y: You're currently working on your new game, Life Seeker. How does the game or your work process differ from previous games?

R: Unity is really hard to learn. I miss RPG Maker. Now that I am getting used to Unity, I can start doing what I actually wanted to do. What if there was a game that was a people watcher, a thing seeing simulator, a museum of anything goes, if you will, as a platformer. That's what this is.



Y: What do you think it means to be real?

R: I think what it means to be real is to dread. And that's not because everybody should be miserable. I think everybody has periods in their life when they are miserable and they don't really realize that, you know, it's sort of a normal thing. All of that comes down to time, really. If you're dreading time, if you're dreading your mortality, your car payment, your house payment, your mortgage, your rent, that's all time. I feel like dread is time. I can't think of anything that you would dread that doesn't revolve around time because that is part of the human experience. If you're not dreading something, I don't even know if you're human.

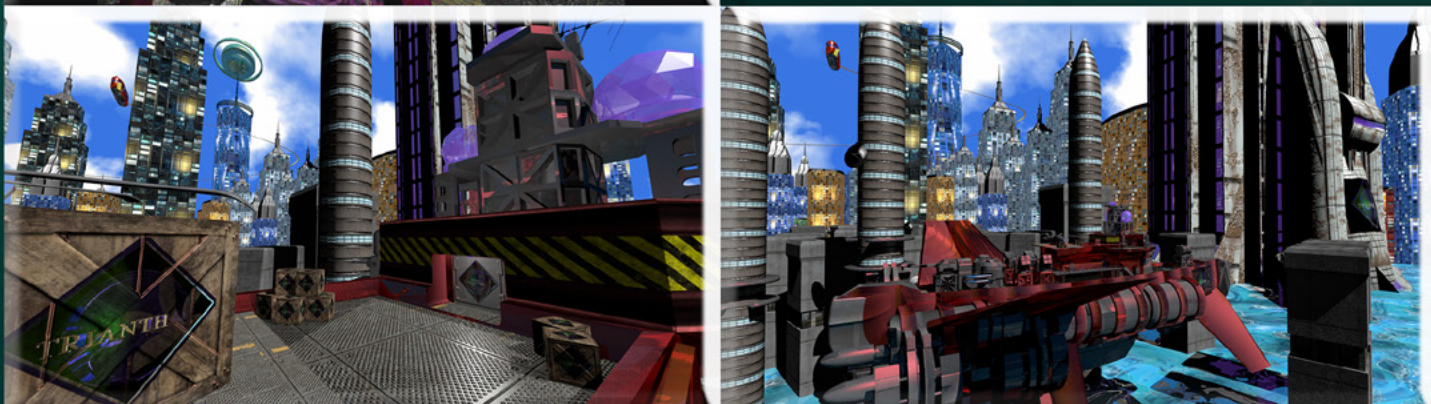


Tomorrow & Polyhymnia

Tomorrow and Hymnia met by chance, agreeing to both seek a yellow asphodel together. Polyhymnia being the muse of eloquence, she has a fondness towards beautiful things.

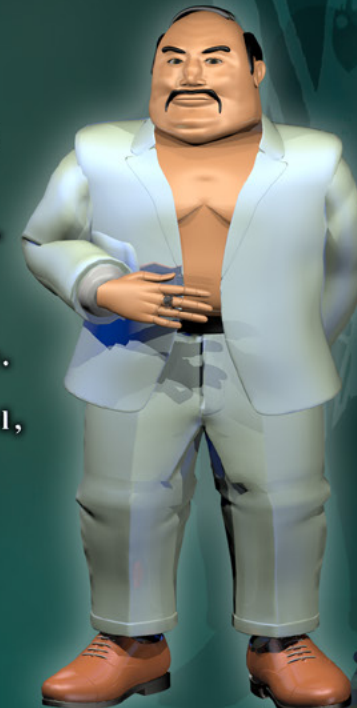


Melpomene and Golem



Mr Pixiu

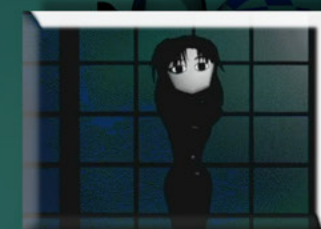
Shortly after Lilith's death, Mr Pixiu had become the new spear head of her fallen organization, rebuilding what was left with new found motives. Upon moving into Pennies old office, a large mobile base of operations was constructed in order to make scouring for the asphodel easier. While it is largely unknown why he is so dedicated to finding the asphodel, he seems deadset at getting to it before Tomorrow and Hymnia.



Nemi (Anemia)



During the events of Golem and Melpomene's adventure, a woman plagued by disease was sent to waste their time. This woman had been the product of many failed disposable experiments mass produced in various lab test tubes. Despite the project seemingly being a failure, Pixiu worked with a top local professor to finally perfect the Anemia experiment. What followed was Nemi, the perfected and final clone.



Anemia as seen in DST

Mech MK III

Mech is said to be piloted by a strange small being, though nobody has seen him. This new Machine claims to be 20x more efficient than both the MK I and MK II however when asked about what exactly the machine is efficient at, Pixiu makes up a reason to excuse himself from the conversation. The Trianth Mech is polished in a blinding chrome, unlike its past blue variant.





thank you

this page is dedicated to all the people that make this magazine and the whole yam family of sites possible. musicians allowing us to use their music on mechnet radio, active users on our forum, our lovely featured artists and everyone in-between and outside, thank you!



Baby Yam, your soul has been so genial and kind. You are loved and deserve to be here! This year I found you a new Friend to play with! Her name is Mydol and she has a mechanical heart just like you. Happy 3rd birthday Yam! ♡ ~Kiri

Happy Birthday
~Mydol

happy birthday Yam!
You're so old now, 3 is almost higher than I can count! I love you so much, have a great year!! -Yeebus

Another year has gone by and not an ounce of love in my heart has dissipated for you. YAM is special and continues being as ambitious as ever. Next year is going to be awesome! Happy 3rd birthday YAM - ASAKLAIR

DARK AND



TWISTED